

NINTENDO DS™

Kayman DS



EmuMovies

INSTRUCTION BOOKLET



UBISOFT™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

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Rev-D (L)



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CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GETTING STARTED

To begin playing, insert the Rayman® DS Game Card into your Nintendo DS™ system and push the Power Button. The Rayman DS title screen will appear. Press START to continue to the Main Menu.

CONTROLS



Game Controls

L Button: Move camera behind Rayman

+Control Pad: Navigate through menus, look around, move around

R Button: Dive

SELECT: Get hints from Stones of Thought

START: Return to menus, quit game

X Button: Look around in Camera mode

Y Button: Rotate around Rayman in Camera mode

A Button: Jump, activate Helicopter

B Button: Shoot

Navigating in the Menus

To navigate through the menus, touch the screen with your finger or the stylus, or use the +Control Pad. To select a menu option, touch it with the stylus or press the A Button. Touch the Back icon with the stylus or press the B Button to return to the previous screen.

Camera Use

To get your bearings and find your way around, you'll need to make good use of the camera. Hold down the X Button and use the +Control Pad or the touch screen to look around. Hold down the Y Button and use the +Control Pad or the touch screen to rotate around Rayman. The camera position returns to normal once the character is moved. The L Button puts the camera behind Rayman.

STARTING THE GAME

Shortly after you turn on your Nintendo DS, the Rayman DS title screen appears. Press START to display the Main Menu.

New Game

Select New Game to begin a new game or select Load to load a previously saved game.

Load

It is possible to load a saved game at any moment from the game menu. To access the game menu, press START at any point during the game. Select Load to load a saved game.

Save

In order to save a game, Rayman must be in the Hall of Doors. This magic place, built long ago by the Teensies, allows access to new worlds.

Note: Rayman can only get to the Hall of Doors after traveling through an entire world. To move from one world to another when you are in the Hall of Doors, use the +Control Pad. To enter a selected world, jump through by pressing the B Button.



THE STORY

Robo-Pirates have arrived from deep in space, determined to conquer and enslave the Teensies' entire world. As panic sweeps the Chamber of the Teensies and the Fairy Council, volunteers form small resistance groups and throw themselves into battle. Rayman and his friend Globox head to the Great Forest, where most of the pirates have gathered.

Jumping down from a tree, Rayman activates his Helicopter for a soft landing in a thicket of bushes. "The pirates are coming straight at us!" cries Rayman to his friend. "Get ready!"

The earth suddenly begins to tremble. Several trees collapse, creating a passageway for an army of robots. The battle begins! Rayman leaps into action, sending metal monsters flying with his powerful energy spheres. Globox, trembling with fright, desperately tries to make the robots rust up by creating little rain storms over their heads. A robot, creaking horribly, crashes to the ground.

"Not bad, Globox!" shouts Rayman with a smile. Globox tries to answer, but Rayman doesn't hear. The strained face of the fairy Ly has just appeared in his mind.

"Rayman," says Ly in a weary voice. "The pirates have broken the heart of the world. The energy has scattered. Save for Clark, all of our brave warriors have been captured."

Stunned by this terrible news, Rayman is surprised by a gigantic robot that pins him between its powerful pinchers. Rayman tries to create a new energy sphere in the palm of his hand, but to no avail. The destruction of the Primordial Core has taken away all of his powers. Desperate, he shouts to his friend, "They've got me, Globox! Save yourself!"

"But... but... what about you?!"

"No time to explain! Go find Ly – she'll tell you what to do!"

After a moment of hesitation, Globox dodges between the feet of the robots and plunges into the high grass.

An evil laugh reverberates. Rayman turns and sees Razorbeard, the leader of the pirates. "I have you, Rayman! You'll soon be my most obedient slave!"

Rayman struggles to free himself, but the iron grip of the robot tightens around him. Casting a dark look at Razorbeard, he shouts, "It's not over yet, pirate! I'll find a way to escape, and then I'll make you wish you'd never been born!"

RAYMAN'S FRIENDS

The inhabitants of Rayman's world fall into two categories: the Magical Beings, who are gifted with fantastic powers, and the People.

The Magical Beings

Polukus

He is the spirit of the world, the creator of all that is and will be. His power is such that his dreams can become reality. Long, long ago he left this world, and he can only be brought back by reuniting the four magical masks.



Ly

Ly is a fairy, and like all fairies, she possesses great powers. Unfortunately, the explosion of the Primordial Core by the pirates has weakened her. When she has regained enough energy, she can create Silver Lums, which give amazing new powers to Rayman.



The Teensies

The Teensies are ancient and wise people who long ago built the Island of Doors, that magical place where access is given to all the regions of the world. Very old and a little absent-minded, they have forgotten which of them is their king, and spend much of their time performing acrobatic dance moves to make the youngest green with envy.



The People

Globox



Adorable, if a little simple, Globox is Rayman's best friend. He has the power to create forceful little rain storms, which can be used to put out fires or make plants grow. He and his mate Uglette have produced a remarkable family: more than 650 children at last count!

Clark

A mountain of muscles, Clark is an army all by himself. With one mighty blow, he can send an entire regiment of pirates flying. His only weak point is a somewhat sensitive stomach. This can cause problems, especially when, in the heat of battle, he munches a robot that's a little too rusty.



Murphy



Nicknamed "The Flying Encyclopedia," Murphy gives Rayman loads of hints. For a short reminder of Murphy's advice, move Rayman over to one of the many Stones of Thought scattered around throughout the world. If you would rather have Murphy come in person to give you his detailed explanations, stop by a Stone of Thought and hold down the X Button.



Carmen the Whale

Carmen is a magnificent marine creature whose job it is to survey the depths of the ocean and deposit the air bubbles that can be the difference between life and death for stray plants and animals. She is sometimes pursued by piranhas with heartburn – who are quite fond of her air bubbles.



Ssssam

This young and spirited serpent is the ferryman for the Marshes of Awakening. He helps the inhabitants water ski across the swamps...

RAYMAN'S ENEMIES

Admiral Razorbeard

The pirate leader, he is famous throughout the galaxy for reducing over 100 peaceful planets to cosmic dust. Don't be fooled by his pathetic and silly appearance – his ferocity is unmatched. His dream? Overrun Rayman's world and reduce all its inhabitants to slavery.



The Henchmen

The pirate leader's robot invasion force. Totally devoted to Admiral Razorbeard, they enforce a reign of terror by capturing anyone unlucky enough to cross their paths. There are several different models of henchmen, each with its strong and weak points. It's up to you to figure them out.



The Guardian of the Cave of Bad Dreams

This terrifying monster guards the subterranean cave where creatures from Polukus's nightmares are locked away. No one has dared to venture within the Cave of Bad Dreams, even though it's rumored to contain a precious treasure.



The Zombie Chickens

The arrival of the pirates had many sinister consequences: disturbances in overall harmony; the proliferation of piranhas, giant spiders and caterpillars; etc. Terrified by all these events, the hens began laying dead eggs, out of which burst the horrible Zombie Chickens.

PLAYING THE GAME

Main Menu

- **Backlight:** Turn light on or off for both screens.
- **Music:** Turn music on or off.
- **Sound Effects:** Turn sound effects on or off.
- **Language:** Select English, French, or Spanish.
- **Video:** Adjust the touch-screen calibration.

Stopping Play

Press START at any time during play and select Quit Game. Before stopping, be sure to save your game so you can continue play later.

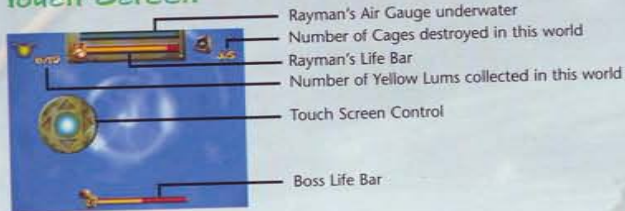
Options Menu

- **Music:** Adjust the volume of music played during the game.
- **Sound Effects:** Adjust the volume of sound effects played during the game.
- **Language:** Select English, French, or Spanish.

Game Screens

Throughout his adventures, Rayman should break open the cages that imprison his friends. This will allow him to get the Power Fist, which will make his shots more powerful, and to collect the precious energy spheres called Lums. Above all, he must find the four magic masks that will allow him to awaken Polukus, the spirit of the world.

Touch Screen



CONTROLLING RAYMAN



Move Around

Press the +Control Pad in the desired direction.

Move Around Using Touch-Screen Control

Slide the stylus or your finger on the touch screen in the desired direction.



Jump

Press the A Button.



Shoot

Press the B Button.



Move Sideways

Use the +Control Pad while pressing the R Button. This is very helpful for keeping your enemies in sight and avoiding their fire.

Move Sideways Using Touch-Screen Control

Slide the stylus or your finger on the touch screen while pressing the R Button. This is very helpful for keeping your enemies in sight and avoiding their fire.



Swim

Use the +Control Pad Left and Right to turn, the R Button to dive, and the B Button to return to the surface.

Swim Using Touch-Screen Control

Slide the stylus or your finger on the touch screen left and right to turn. Use the R Button to dive, and B Button to return to the surface.

Note: Rayman has total freedom of movement while he's swimming.



The Helicopter

To activate the Helicopter, press the B Button whenever Rayman is not touching the ground, such as when he is in the middle of a jump, or during a fall. To stop the Helicopter, press the B Button once again. Remember, the Helicopter can only be activated when Rayman is already in the air.

Hint: The Helicopter is helpful for landing with precision when in the middle of a jump or during a fall. Use Rayman's shadow to help you make a steady landing.



Grabbing Walls

To grab onto the edge of most walls, jump and press the +Control Pad in the direction of the wall. Rayman will grab hold automatically.



Grabbing Walls Using Touch-Screen Control

To grab onto the edge of most walls, jump and slide the stylus or your finger on the touch screen in the direction of the wall. Rayman will grab hold automatically.



Climbing

To climb along nets, walls covered in plant life, and spider webs, jump while pressing the +Control Pad in the direction of the wall. Rayman will grab onto it automatically. You can then move around freely with the +Control Pad. To release, jump by pressing the B Button.

Climbing Using Touch-Screen Control

To climb along nets, walls covered in plant life, and spider webs, jump while sliding the stylus or your finger on the touch screen in the direction of the wall. Rayman will grab onto it automatically. You can then move around freely with the +Control Pad. To release, jump by pressing the B Button.

Camera Using Touch-Screen Control

First-Person View

Hold down the X Button and slide the stylus or your finger on the touch screen.

Rotate Around Rayman

Hold down the Y Button and slide the stylus or your finger left or right on the touch screen. The camera position returns to normal once the character is moved. The L Button puts the camera behind Rayman.

Note: When you press the X Button or Y Button, the Camera icon appears in the upper left corner of the touch screen.

POWERS

Throughout his adventures, Rayman will receive new powers that give him some amazing moves!



- **To increase the power of your shot:** Press and hold the A Button. The energy ball in Rayman's hand will become bigger and bigger. When the desired strength is attained, shoot by releasing the A Button.



- **To grab onto Purple Lums:** Shoot them. Once you've grabbed on, you can swing in the direction of your choice by using the +Control Pad. To release, press the B Button.



- **To fly in Helicopter mode:** Activate the Helicopter by pressing and holding the B Button. Not only can the Helicopter be used to land you safely, but flying in Helicopter mode gives you total freedom to fly in any direction! To stop flying in Helicopter mode, just land on solid ground.

Hint: Press the R Button to stabilize your flying direction and to avoid obstacles.

OBJECTS



Cages

The pirates have imprisoned many inhabitants in these little cages sealed with vital energy. Break the cages to free Rayman's friends and increase the Life Bar.



Kegs

Filled with gunpowder, they explode at the smallest shock. The more advanced models can even fly.



Shells

Built by the pirates, these are mule-headed missiles that can only be subdued by extreme patience. Most have legs; some can fly.



Plums

These strange pieces of fruit have several purposes. You can throw them at your enemies, climb onto them and move around by shooting in the opposite direction, and even surf lava flows on them.



Magic Spheres

Placed on pedestals of the same color, magic spheres open the doors to mysterious temples.



Blockades

Lacking in architectural skills, the pirates have reinforced their constructions with blockades. The wooden blockades are very fragile, but the metal ones will only yield to an explosive.



Switches

The pirates have cluttered the environment with switches that activate strange machines and open various doors. To make a switch work, just shoot at it.

MAGICAL OBJECTS



The Stones of Thought

The Stones of Thought provide a telepathic link to Murphy. Whenever Rayman needs a little help or advice, he should approach one of the Stones, and Murphy will appear in his mind.



Magic Doors

Present at the beginning and the end of a world, they take you to the Island of Doors if you pass through them.



The Power Fist

Having the Power Fist makes Rayman's shots more powerful.

Note: If Rayman dies or gets hit, he loses part of the energy in his Power Fist.

After three of these losses, his shots go back to normal power.

The Four Masks

These magic masks are hidden inside secret and mysterious sanctuaries. The ancient legends say that whoever can reunite the four can awaken mighty Polukus.



Hint: Keep an eye out during the game – there are many secret doors and passageways that lead to unknown worlds where you can find fabulous treasures and perhaps become more powerful.

The Lums

Lums are powerful bursts of energy. Each color has its own special power.



Yellow Lums

These are the 1,000 shards broken from the Primordial Core when the pirates exploded it. When Rayman has collected enough Yellow Lums, he'll be able to negotiate his entry into new worlds. Yellow Lums also contain precious knowledge. The more Rayman can gather, the more he knows of the secrets of the world.



Super Yellow Lums

These ancient Lums are recognized by their larger size and big smiles. They are five times more powerful than normal Yellow Lums.



Red Lums

Packed with vital energy, they restore Rayman's Life Bar.



Purple Lums

By shooting them, Rayman can grab onto them and swing from one to another, thereby crossing vast areas without touching the ground.



Blue Lums

Oxygen rich, they restore Rayman's Air Gauge when he's swimming underwater.



Green Lums

These Lums are very special. They record Rayman's progress. If he should die, he will reappear at the spot where he last took a Green Lum. If Rayman has zero life points when he dies, he will restart the entire level at the beginning.



Silver Lums

The Silver Lums are fashioned by fairies. They invest Rayman with new and amazing powers.

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Rayman® DS

Proof of Purchase



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Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

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Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com/>.

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Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

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If all else fails you can write to us at:

Ubisoft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

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If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period

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After the 90-Day Warranty Period

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Replacement Fees

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: (919) 460-9778
Hours: 9 am–9 pm (EST), M–F

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